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Vol. I., No. 10. Issued Monthly. APRIL, 1896. Price, 10 Cents. $1.20 Per Year.

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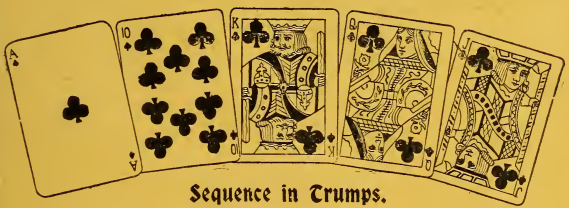

Sequence in Trumps.

BY

A. HOWARD CADY.

PUBLISHED BY
THE AMERICAN SPORTS PUBLISHING CO
241 BROADWAY, NEW YORK.

ENTERED AT THE NEW YORK POST OFFICE, N.Y. AS SECOND CLASS MATTER.

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Bézique

A TREATISE ON THE GAME

In Its Several Varieties, with Some Historical Notes.

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By A. Howard Cady.

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PREFACE.

Bezique ranks among the most popular games of the day, and it is fitting, therefore, that it should have place among the first numbers of the HOME LIBRARY. In the following pages I have condensed and amplified by turn, as occasion seemed to require, the excellent information gathered from the works of Cavendish, Berkeley and other eminent authorities on this pastime. I can but hope that this simple treatise will prove an "open sesame" to all novices who, interested in Bezique, have not as yet undertaken to study it seriously, perhaps, because the laws and regulations as presented in more pretentious volumes than this little pamphlet have seemed too numerous and too complex for a beginner. After learning the simpler methods of the game from this brochure, a study of Cavendish will give the finishing touch which helps to render practice perfect and will enable the student to acquire the various shadings, if one may use that word in connection with the somewhat elaborate technique of the game. Every game added to the home circle renders one's surroundings more attractive and draws the various members of the household into closer communion, because their sympathies and tastes are thus working in the same groove and to the same end—unity and content.

NEW YORK, April, 1890. A. HOWARD CADY.

Bézique.

Introductory—With Historical Notes.

Although Bezique, in its present form, is quite modern, it may make the usual claim to antiquity that other pastimes of a similar character do; for it is, unquestionably, the outcome of several very old card games.

Just how it attained the name it bears, is, more or less, a matter of conjecture, for which, of course, there are many theories.

For instance, on one hand, we are told that bezique is doubtless from the Spanish, *besico*, meaning a "little kiss," and in allusion to the meeting of the queen and knave, a very important feature in the game. Again, we are informed that the title, as well as manner of play, if not actually derived from, are certainly very similar to the Italian game, *Bazzica*, and the Spanish, *Baza*, "a trick at cards."

Above and beyond these, however, it bears a strong resemblance to many of the older games formerly played in France, where, we assume from their nomenclature, they originated. Indeed, Larousse in his Dictionnaire Universelle (1867), recognized its similarity to *mariage*, probably the oldest of the group, and then in turn to *brusquembille*, *l'homme de brou*, *briscan* or *brisque*, and finally, *cinq-cents*. He says of it: "Ce jeu est ne en France, mais on ignore a quelle epoque. On sait seulement qu 'il etait deja connu depuis longtemps dans les anciens provinces de Poitou, de Saintange et d'Angoumois, quand on l' a introduit, il-y-a une quarantaine d'annees, dans les cafes de Paris, d'ou il a penetre dans les salons . . . . mais, pourquoi donne-t-on le nom de *bezique* au valet de carreau et a la dame de pique? Tous les dictionnaires, meme ceux qui s'occupent exclusivement d'etymologie se taisent a ce sujet? nous croyous que ce mot d'une forme bizarre, est une corruption du Latin *bijugum*, qui designe deux objets marchant de paire, ce que serait une allusion au resultat produit par la reunion, dans la

main du meme joneur, des deux valets de carreaux et des deux dames de piques. . . ."

According to Murray's *New English Dictionary* Bezique is a "corruption of French *besique*, *besy*, of unknown origin."

Be that as it may, it will not be out of place here to give a brief description of some of the old games from which bezique has derived many of its most salient points, and which, therefore, may be regarded as its *ancestors*.

Beginning with the very oldest, *Mariage*, we know that this game was played with a pack of thirty-two cards, the cards ranking as in Bezique. Twelve cards were dealt, six to each player, and the thirteenth turned up for trumps. The manner of play, drawing from the *talon* (or stock), declaring of trumps or plain suit marriages, with noting of scores for the same, were like Bezique. Added to this was an extra score for the declaration of ace and ten, known as *amour*. This counted sixty in trumps, and thirty in plain suits. The final trick counted ten; and when the best six tricks were made by one player, he could score twenty instead of ten.

In other respects, Cavendish tells us, it bore a strong resemblance to the game we know to-day as sixty-six. The winning score being sixty-six, the aces in the tricks counting eleven each; tens, ten each; kings, four; queens, three; and knaves, two. Here, as at the game of sixty-six, the player might stop—*i. e.*, finish drawing from the stock—if he thought he could make sixty-six. This was subject, of course, to the penalty of losing if he did not succeed in making the number, or again, if his adversary accomplished this first.

The game next in order is called *Brusquembille*. This was also played by two persons and with a pack of thirty-two cards. The ten ranked after the ace, and only three cards were dealt to each player, the seventh being turned up for trumps. Here, too, playing and drawing from the stock were like Bezique. Seven of trumps could be exchanged for the turn-up card. Aces and tens were called *brusquembilles*.

It is inferred by more than one authority that the modern term, *brisque*, is derived from *brisquembille*, just as at billiards the word carom is corrupted from the French term *carambole*.

No one writer seems able to furnish the exact etymology of *brusquembille*, which, in itself conveys so little to the reader.

The mode of play was simple enough; the player who won a trick with an ace in it, received two counters; and with a ten, one counter. The player who made the greater number of points in his tricks won the game, and the scoring was similar to that in *mariage*, aces counting eleven, and so on, down to knaves, at two.

Similar to the above games, was *briscan*, better known as *brisque*, and like them, played with a pack of thirty-two cards, which ranked with Bezique.

In this variation, six cards each were dealt to the players, the thirteenth turned up for trumps. Again here, the playing, drawing from the stock, with also, declarations and scores for marriages, were like Bezique. Beyond these, there was also a so-called *mariage de rencontre*, that is, where the king and queen of the same suit were played to one trick, the player who won it scored a trump or plain-suit marriage, according to quality of the cards.

The counting was as follows: four aces, one hundred and fifty; four tens, one hundred; four kings, eighty; four queens, sixty; and four knaves, forty. As in Brusquembille, seven of trumps could be exchanged for the turn-up card, which was often, of course, an advantage.

The game was six hundred up. Although there were quite a variety of scores, we do not find that there was one for *brsican* or *brisque*.

The dealer, turning up an ace, a ten or face card, could mark ten, while a player, having five court or picture cards dealt him added twenty to his score, and he could continue to count twenty after each picture card drawn. *Carte blanche* counted ten only.

Unless already reckoned in previous scoring combinations, the ace of trumps counted thirty during the play of the hand, while sequences, when declared, scored as follows: quint major in trumps, six hundred (*i. e.*, game); quint to a king, three hundred; quint to a queen, two hundred, and quint minor, one hundred. Quarts, two hundred; one hundred and sixty; one hundred and twenty; eighty and sixty, respectively. Tierces, one hundred and twenty; one hundred; eighty; sixty; forty and twenty, in turn. In the plain suits, the sequences scored just half the above; a card, after being declared in one sequence could not be used in any other combination of sequences; it could, however, form part of marriage, or of four equal cards.

Ten was scored by the player who took the last card of the stock.

In this game the last trick did not score, and Cavendish suggests that it is this rule which caused the dispute in Bezique later as to which was the "last trick"—that is, the last, prior to changing of rules, or absolute last of the hand. Incidentally, it may be here noted that the authorities of the London and Paris clubs have settled the matter by declaring that "the last trick at Bezique is the absolute last."

The player who won the last five tricks or six, scored twenty;

if he held all the trumps and won all the last tricks, thirty; while the player who won the greater number scored ten. It was not essential that the last trick should be among them.

Finally, after the play of the hand, the aces, tens, and so on, were reckoned as at *mariage*.

Cinq-cents was very much like brisque, 500 being the game. The score for cards in the tricks being as in the other; but only two sequences counted, namely: quint major in trumps, 250; and quint major in any other suit, 125. Four aces, 100; four tens, 80; four kings, 60; four queens, 40; four knaves, 30; marriage in trumps, 40; and in other suits, 20.

The exchange of the seven of trumps, 10. Brisque, which odd as it may seem, did not exist in the old game of brisque itself, was the knave of diamonds and queen of spades, 40.

Brisque was occasionally played in what one might call a half-and-half way between briscan and cinq-cents.

In view of these various points of resemblance, it is scarcely a matter of doubt that these two latter games were the immediate progenitors of bezique.

Brisque and bezique, it has been suggested, bear the same relationship to each other that the ancient games of trump and whist do.

Summing up these various old games, and noting the resemblance existing among them all, it is easy to accept the assertion of the *academie des jeux*, which says quite conclusively . . . . "*Mariage* gave birth to *briscan* or brisque, and *mariage* or *brisque* was the parent of *besi* or *besigue* (in English bezique).

In any case, as already pointed out, it is a self-evident fact that bezique has borrowed very freely some of the most salient points from these games.

Paul Boiteau d'Ambley has stated in his work on playing cards, that is impossible to say of any game whatever, that it was invented in such a year and by such a person; for, more often than not, it is simply a question of adding rules and changing the name of an old game, by some one player, which alterations are adopted first by friends, then by some societies, and behold an "*invention*."

Following this view it is not difficult to understand that the scores of *brisque*, for instance, were too complicated, and the cards in the hands of the players and in the pack, too few for a good illustration of its prevailing laws; hence it was natural to try and modify the game by such alterations as seemed most pertinent thereto.

The first step in the change, therefore, seems to have been the simple expedient of shuffling two packs together, then dealing eight cards, instead of seven to each player. After these

alterations, Cavendish explains at some length, the simplifying of the score by omitting all sequences, save quint majors, and "substituting the scores from equal declared cards for those of king, queen, and knave in the trick." Then the aces and tens in the tricks (called *brisques*) were made to score ten each, in place of the previous reckoning of *eleven* and *ten*. This made it easier to reckon the game. Again, instead of the *amour* of *mariage*, the flirtation of the queen of spades and the knave of diamonds—known to us as *bezique*—was introduced, and as a natural sequence, the double pack of cards suggested double bezique. The scoring was by tens, and the game, 1,000 up.

This is, in brief, the outline of what d'Ambley would call the "invention." The game was played in France some time before it found votaries in England.

It was not until 1869 that Bezique, played with two packs and eight cards in hand, became popular in England, and half a score of years later, before the four-pack game, called *Rubicon* or *Japanese* Bezique, developed in the interval, and, accepted in the French clubs and drawing rooms, was adopted by the English.

It was in 1880 that the players of the clubs in Paris agreed upon a set of laws, which was published under the title of *Regle du Bezique Japonais*.

In 1887, Bezique having become established as a "club game" in London, it was considered advisable to issue an English code for the game. The "Portland Club" rules are, therefore, the accepted standard all over the English speaking world to-day, and it is these we shall cite in the following pages.

The Game

And How to Play It in Its Several Varieties.

This variety, sometimes called "ordinary" or "common bezique;" or "bezique proper," again, simply *bezique*, is less popular to-day than the more elaborate game of Rubicon or Japanese Bezique, but being the form originally made known to us, claims first place here.

The description is as follows:

It is usually played by two persons, and two packs of cards with similar backs are requisite.

The cards rank here as in the other forms of the game, viz.: Ace, highest, then ten, king, queen, knave, nine, eight and last, seven—the lowest, the sixes, fives, fours, threes and twos are discarded, thus leaving a double pack of sixty-four cards, or two single packs of thirty-two each.

After the shuffling the players cut for the deal. A cut must consist of not less than five cards, and that number at least, must remain in the lower packet. In cutting, as in playing, the cards rank: *Ace*, highest, down to *seven*, lowest, and the player cutting the highest card has the choice of seats and markers.

If, when cutting for the deal a player expose more than one card, he must cut again, but the cut for deal holds good, even if the pack be incorrect. There must also be a fresh cut, if, in cutting to the dealer, or in reuniting the two packets after the same, a card be exposed or there be any confusion of the cards.

Eight cards are dealt to each player, the usual way being to deal first three, then two, then three again. Sometimes this method is varied by the dealing of one at a time to each.

The seventeenth card is turned up for trumps, and if it happens to be a seven, the dealer scores ten. Sometimes, however, the game is played without a trump card being turned up; the trump, in this case, is determined by the first marriage or sequence scored. When this is done no score for the seven of trumps is allowed.

The non-dealer begins by playing any card from his hand.

and the dealer plays to it. The two cards played constitute a trick, the highest card of the suit led, winning it.

The second player, it is worthy of special note, as differing so radically from other card games, is not obliged to follow suit, nor to win a trick. He can, if he likes, win the trick by trumping, even though he may hold cards of the suit led.

The player who wins the trick leads next; but before proceeding with the play both must draw one card from the stock, the winner taking the one on the top of the pack, and the other the next. Thus, the number of cards in each player's hand is restored to eight, as at the beginning. This alternate playing and drawing goes on until the stock is exhausted. At this point the rules of play undergo a change, as each player then takes up any cards on the table, which belong to his hand, and which have been shown when making declaration. The winner of the last trick leads, and his adversary is now obliged to follow suit if possible, and win the trick if he can. If unable to follow suit he must trump if he can, The aces and tens still count ten each, and the winner of the last trick scores ten.

Brisque—an ace or a ten—scores ten; and when the trick is two aces or two tens, or again, one of each, the player scores twenty.

As a rule, brisques are scored as the trick is taken; but sometimes they are not counted until the end of the hand. When this is the case the player winning a trick containing a *brisque* takes up the cards, lying face upwards on the table, and turns them face downwards in a pile near himself. At the close of the play of the hand (including, of course, the last eight tricks) each player will add to his score the tens for his brisques. N. B.—If both of the players can count out, the one who has the highest score is the winner of the game; if, however, it is a tie, after both have added their brisques, the game is "null and void."

In this variation of the game, declarations can only be made after winning a trick; but any number may be made at the same time. Only one declaration can be scored after each trick won, however. Cards can be scored once only in the same kind of combination.

For instance: A king or a queen already declared in one marriage cannot be declared in another; or if declared one of four kings, or one of four queens, cannot be declared a second time as one of these. Also, the same bezique cards can be used only once for single bezique; but the four bezique cards which have been already declared in two single beziques can be declared as double bezique. In brief, cards once declared

can be declared again, under a given condition only, that is, provided the combinations in which they afterward appear are of a different class.

A king or a queen, for example, declared in marriage, may, after that, form part of a sequence, or of four kings or of four queens. When the queen is the queen of spades it can, furthermore, be declared single or double bezique, or both, or, if it has been used as a bezique card it can afterwards form a part of marriage, four queens or sequence.

During the play of the hand, a player holding various combinations of cards, and declaring them, has the right to count a certain number of points, according to value of the given combinations. These are as follows:

No. III.

Seven of trumps. (Hearts are shown here, but any suit may be made trumps according to the turn-up card.)
When turned up, the dealer scores 10.
The other player, if holding seven of trumps, and exchanging it for the turned-up card, scores 10.

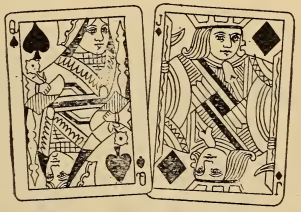
No. IV.

King and Queen of any suit, not trumps (called marriage), and when the player declares the marriage he scores 20.
King and Queen of the trump suit (called royal marriage, or marriage in trumps), and when the player declares marriage in trumps, scores 40.

No. V.

Sequence of the five best trumps.
Ace, Ten, King, Queen and Knave of Trumps, called sequence.
The player declaring sequence, scores 250.

No. VI.

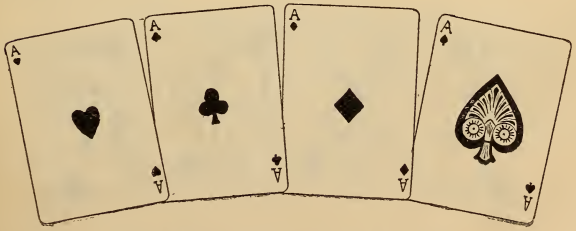


Queen of Spades and Knave of Diamonds (called Bezique), when declared, scores 40.

Double Bezique—When Bezique is declared twice in one deal (called Double Bezique) by one player, he scores in addition to the 40 twice, if previously counted for the two single beziques, 500.

N. B.—If the four cards are declared together, 500 only can be counted.

No. VII.—Four Equal Cards.



Four aces—*irrespective of suit*—score 100.

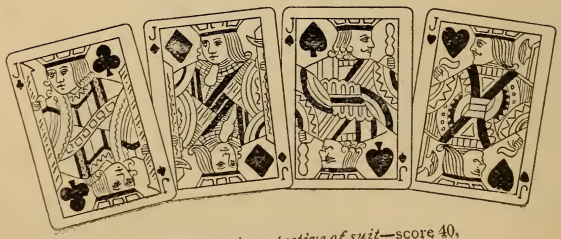
No. VIII.

Four kings—*irrespective of suit*—score 80.

No. IX.

Four queens—*irrespective of suit*—score 60.

No. X.



Four knaves—*irrespective of suit*—score 40.

ACES AND TENS.

Each player, for each one he holds, adds to his score 20.

LAST TRICKS.

The making of the last trick scores 10.

The making and scoring of declarations will seem rather complicated to the novice; but after a little practice, will be found to be quite easy.

The method and rules of procedure in these are cited and explained with such brevity as the case permits.

1. A declaration is made by placing the card declared face upwards on the table, and separate from the tricks, save in the case of seven of trumps, which is only shown to the adversary, and not put there. The declared cards still constitute part of the player's hand; but when not required to lead or be played to a trick, they must remain on the table, face upwards, until the stock is exhausted.

2. A player is not obliged to declare unless he wishes to, although he may have a scoring combination in his hand.

3. A declaration can be scored only on winning a trick, and prior to drawing from the stock; and the exchange of the seven of trumps may be made also, only on winning a trick and before drawing. A card cannot be declared at the same time it is led or played to a trick; for when played it no longer constitutes part of the hand.

4. A declared card may not be declared a second time in an equal or inferior combination of the same class; but it can be in a superior combination.

Example: A king or queen already declared in one marriage, cannot afterwards form part of another marriage, but the one or the other can later form part of a sequence. A player has the right to declare sequences without first declaring marriage; if he does so, however, he only scores 250, in place of the 40 and 250, for he cannot afterward declare the inferior combination of marriage.

Also, a card declared in single bezique, cannot later be used to make part of another single bezique; two single beziques, however, can be united afterwards to make a double bezique. A player may add an undeclared single bezique to a declared one, and immediately declare double bezique without first declaring the second *single bezique*. If he does this, he can only score 40 and 500, instead of 40 twice (80) and 500; for he cannot afterwards declare the single bezique.

Again, when a player declares double bezique at once, and without first declaring either of the single beziques, he only scores 500, as neither of the single beziques can afterwards be declared.

A card cannot be declared a second time in an equal combination *of the same class*, therefore a card declared in four equal cards cannot later form part of another set of four. A declared card can be declared again, though, if the combination in which it stands, is of *a different class*.

For instance: A king declared in marriage or sequence cannot be declared in another marriage; but can, afterwards, form part of four kings, or *vice versa*. Again, if the queen is the queen of spades it can be declared in single and double bezique also, or even both; and, too, having been used as a bezique card, it may form afterwards part of marriage, sequence, or four queens.

Sometimes, in consequence of the power of declaring the same card more than once, it will happen that more than one declaration is made to a trick.

Example: A player will have declared four kings, including a king of spades, and this latter remains unplayed on the table. He has bezique in hand, and on winning the trick declares and secures it. He has also, now, plain suit marriage in spades on the table; but this he cannot score at the same time, as only one declaration can be scored to one trick; he can, however, score it on winning another trick. A player having a declaration to score should repeat after every trick what he has to score. As in the case above, for instance, the player who declares bezique, would say "Forty, and twenty to score," for the plain suit marriage. On winning another trick, but making no fresh declaration, he says, "I score twenty."

Another example: A player having declared four kings, wins a trick with one of them, and declares four queens, three of the queens match the kings on the table as to suit, while one of the kings is the king of trumps. The player says then: "Sixty and forty, and twenty, and twenty to score," which, classified, means: Sixty for queens, forty and twenty and twenty to score for marriages. On winning another trick he says: "Score forty, and twenty, and twenty to score."

A player having a declaration to score, can, when he wins a trick, make and score a fresh declaration, leaving unscored, declaration still to score until another trick is won.

When a player having a declaration to score, plays a card of it, before scoring it, he loses the score. For instance: he has marriage in trumps to score, and on winning a trick adds to the marriage, ace, ten, and knave of trumps, thereby losing the score for the marriage. Again, if the player has single bezique to score, and on winning a trick adds the other bezique cards, he loses the single bezique score.

As long as a card remains in stock, the winner of a trick may

declare and score, according to the preceding direction and rules. The winner of the previous trick draws the last card in the stock, and the turn-up card—or seven exchanged for it—is drawn by the loser of the same. With the drawing of these last two cards all declarations cease, and any declarations to score are lost.

The stock being now exhausted, each player takes up such cards on the table as belong to his hand, and which, in the course of the game, have been shown in declaring, and the play of the final eight tricks begins, the winner of the preceding trick leading. The second player must follow suit, if he can, and win the trick, if possible. If he cannot follow suit, but has a trump, he must win the trick by trumping.

The winner of the trick leads to the following, and so on to the end. The aces and tens still count ten each, and the winner of these last eight tricks scores ten.

The game is 1,000 up, the players dealing alternately.

If one player scores 1,000, prior to his opponent obtaining 500, the game counts double.

A *partie* is the best of three games out of five, a double reckoning as two games.

The points of difference between the Ordinary and Rubicon games of Bezique may be briefly summed up as follows:

I. In the latter, four packs of cards are used instead of two, and nine cards, instead of eight, dealt to each player.

II. There is no *turn-up* card for trumps, the first marriage in sequence scored determining the trump suit.

III. *Carte blanche, i.e.*, a hand without a single court card, scores 50 to the holder, and is declared immediately, and before the player has drawn a card.

IV. If a declared combination is broken up by the playing of any of the cards declared, but is reformed by substituting cards of the same class, the combination may be again declared.

V. There is no score for the seven of trumps, and the game is complete in one hand.

As already noted, the amount of the scores and method of computing the game are different. (See Rubicon Bezique Tables.)

In everything else the rules of Rubicon Bezique govern the simpler variation of the game.

THREE-HANDED BEZIQUE.

In this variation three packs of cards are used, and three persons play all against one another.

Eight cards are dealt to each, and the player on the left of the dealer leads off.

The game proceeds exactly in the same manner as when played by two persons.

Triple bezique scores 1,500, and the game is generally 2,000 up.

FOUR-HANDED BEZIQUE.

There are two ways of playing this, either two against two, that is, with partners, or *all against all.*

Four packs of cards are used and eight cards are dealt to each player.

Triple bezique counts 1,500. Double bezique can be declared twice with different cards, and counts 500 each time.

The game is generally 2,000. When two partners are playing together, declarations may be made by any one of the players, when he or his partner wins a trick.

A player may also make up combinations with his own cards, and those of his partner, which have been declared, but are still on the table. For instance, if both partners declare bezique, either of them may, when he wins a trick, declare double bezique.

As a rule the players generally divide in playing the last eight tricks, each partner playing with one of his opponents.

RUBICON OR JAPANESE BEZIQUE.

DESCRIPTION OF THE GAME.

This game is played by two persons and four packs of cards, and backs of the same pattern are necessary. The packs should be well shuffled together and made to form one pack. The sixes, fives, fours, threes and twos are thrown out, as in the ordinary game, thus reducing the packs, singly, to thirty-two cards each; together, to one hundred and twenty-eight.

The players begin by cutting for the deal, and the one who cuts the higher card has the choice of the deal.

The cards rank here, as in the preceding varieties of the game, both in cutting and playing, viz.: Ace (highest); ten, king, queen, knave, nine, eight, seven (lowest).

The cards are cut to the dealer, who deals nine cards to his adversary and nine to himself, either by one each at a time or three at a time.

The remainder of the pack, known as the stock or *talon*, is placed face downwards in one packet and to the left of the dealer. It should be loose rather than compact, so that the players can take the cards therefrom easily.

No cards are turned up, the first marriage or sequence determining the trump suit.

After the cards have been dealt each player should look over his hand, and if he discovers that it has neither king, queen nor knave, he may declare *carte blanche* before playing a card. He must show his *carte blanche* by dealing out the cards, one by one, on the table. This may be done quickly, so that the opponent will have little time to study the exact nature of the hand.

Carte blanche scores fifty. As shown by the preceding directions, it scores *before* playing, and independent of winning a trick. The holder of the *carte blanche* may continue to score it again and again after each trick until he draws a "picture card"; but he must show each card in turn as he draws it.

Following the *carte blanche*—provided either of the players have it—the non-dealer leads a card and the dealer plays a card in return. The two cards played thus constitute a trick.

When both players play cards of the same suit, the higher of the two cards wins the trick. If tie cards of the same suit are played the one which led wins the trick. If cards of different suits are played the leader wins. After trumps have been made, however, a trump will win any plain suit card.

As it is not obligatory with the second player to follow suit, or even win the trick, he will get rid of any useless card he holds and permit his opponent to win the trick, unless he has a declaration to make, or the elder hand leads an ace or a ten, in which case the dealer will take the trick, if he has a small trump or an ace of the same suit as the ten led.

A card of course is taken by a higher card of the same suit, or by playing a trump of any value whatever.

If the trick is not taken by the second player it belongs to the first, who leaves it face upwards on the table. When a trick has an ace or ten in it the winner takes it up, and also all the cards already played and places them by him face downwards. The winner of the trick may also, if he have the cards in hand, make a declaration and score for it.

The player winning the trick draws the top card of the stock, the other player the next, and thus the cards in hand are restored to the original number of nine. The winner of the trick then leads to the next.

The game goes on thus, the cards drawn from the stock after each trick until there are none left, the winner of the last trick taking up the last card, and the other player, the trump. At this point the method of play changes, as already described in preceding variation—the winner of the last of the nine tricks scores fifty.

The scores of Rubicon Bezique differ somewhat from those of the Ordinary Bezique, and will be given in full here—even

at the risk of repetition—as thus the student can learn this variation quite independent of any other, and without the inevitable confusion which must naturally result from referring to one game for the illustrations of another.

During the play of one hand, a player holding certain combinations of cards, and *declaring* the same, has the right to score a given number of points.

The table of the scores may be divided into three classes, as follows:

Class I.—Marriage and Sequence.

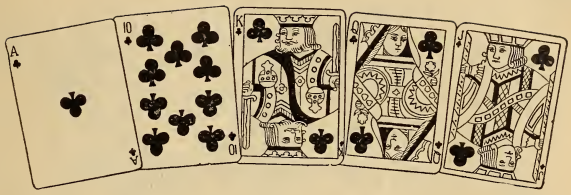
No. XI.

King and Queen of the trump suit.
Called marriage in trumps, scores 40.

No. XII.

King and Queen of Hearts (or any suit not trumps).
Marriage in plain suit scores 20.

No. XIII.



Sequence in trumps scores 250 in addition to the 40 (if already scored) for the royal marriage. N. B.—If, however, the sequence is declared prior to declaration of the royal marriage, the 40 is forfeited.

No. XIV.

Sequence in plain suit scores 150.

Class II.—The Four Beziques.

No. XV.

Single Bezique scores 40.

Double Bezique—When bezique is declared twice in one deal by the same player it is called double bezique, and he scores 500 in addition to the 40 twice (if already scored) for the two single beziques.

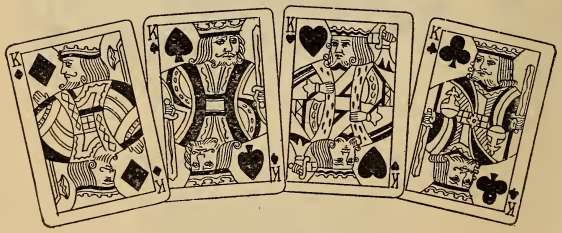
Triple Bezique scores 1,500. Quadruple Bezique scores 4,500.

To score the double, triple or quadruple it is essential that the four, six or eight cards should be on the table at the one time.

Class III.—Four Equal Cards.

No. XVI.

No. XVII.



No. XVIII.

No. XIX.

Preceding these is: Carte Blanche (a hand without a single court or picture card) scores 50.

(As previously stated carte blanche is scored at the beginning of the game and prior to the drawing of a card by the player. Carte blanche cannot be scored after the player has once had a court or picture card.)

In addition to these scores the *brisques*, which are the aces and tens contained in the tricks of each player, score 10 each, under conditions herewith given. They are counted only when the tricks of each player are equal, or nearly so, as thus the addition of the brisques are necessary to determine who is the winner.

Example: If one player scores 1,120 and the other 1,160, but the first has twenty brisques and the latter twelve only, the score of the first player will be 1,320 and that of the second 1,280, which, of course, makes the former the winner.

Save in cases similar to the one cited, brisques are not taken into account unless the loser can make his score up to 1,000 by counting them in, in which event the winner will also add his brisques.

If the loser's score, including his brisques, is less than 1,000, he is *rubiconed*, and he does not add them (the brisques) to his score. His score then, exclusive of the brisques, is added to that of the winning player, who may also add 1,000 for the game and 300 for the brisques (the odd 20 not being reckoned —*i. e.*, 320 is the total value of the brisques).

For instance: The winner scores 1,520 and the loser 640. The latter is *rubiconed*. The fractions of a hundred are not computed in the final summing up; therefore the winner counts 1,500 *plus* 600 equals 2,100, *plus* 300 for the beziques and 100 for the game. Total, 3,400.

When the difference between the scores is less than a hundred

—the loser is always considered to have more than that number, although in reality it may be less—the player who wins may add 100 to the score of 500 for the game.

As seen from the description of this system of scoring, as presented by Cavendish, Berkeley and others, it is not always essential to play the last nine tricks. For example: If, when the last cards are drawn from the stock, the score amounts respectively to 1,120 and 630, there will be no need of counting the brisques, for the total score of the winning player will not be affected by the 50 for the last trick being counted to his opponent or himself.

HINTS AND SUGGESTIONS FOR PLAY.

A few suggestions regarding the method of play may be of service to the novice, although practice is the best guide, as after the initial games, the student will readily see what is to be avoided and what attempted.

The player must bear in mind that tricks are of no value unless he has cards to declare, or for the sake of brisques they contain.

In taking up his hand the player should first look for *carte blanche*, then lead the *lowest card* in his hand, a seven instead of an eight, for instance. He should throw away his worthless cards, unless he has a sound reason for winning a trick.

It is not possible to lay down general rules for discarding, as this depends upon the state of the player's hand at the time, and also upon what cards have already been played.

Unless trumps are made at once it will be best to get rid of all the small cards prior to the declaration of trump suit. The player can then decide which suit or suits he will go for and discard from the others; or if he has duplicate cards he can temporize by playing one of them. As to choosing between suits of equal value, it will be best to discard from what are regarded as "unfashionable suits"—hearts or clubs. As a rule the player should play his *declared* cards and thus avoid showing his opponent more than is actually necessary of the condition of his hand; beyond this he will be able in this way to reform his combination.

In the beginning the player should be very careful about making trumps; in fact only a very strong suit will justify his doing so, and he will be wise to note what cards his opponent is discarding, as this will enable him to divine what suit he is keeping back. Indeed, throughout the game he should watch carefully his opponent's cards, thereby getting an insight into his hand, but at the same time conceal his hand as far as

possible. This is especially necessary if the whereabouts of three of any of the sequence or bezique cards are known and he holds the fourth.

If by this manœuvre he conveys the impression that the fourth is not yet drawn the probabilities are that his adversary will sacrifice other combinations in the hope of completing his bezique or double sequence.

The player should not score brisques; but remember, rather, that if he does not win, his opponent will; hence, it will make a difference of twenty to the score. He should not lead a ten if he can avoid doing so, but keep it instead to win tricks with.

As the game nears the end, if the player sees from the state of his score that he cannot save the rubicon, he must score as little as possible, as his score will be added to his opponent's.

Often the play of the last nine tricks is of greatest importance, for to play them advantageously, the player must bear in mind what trump and bezique cards are in. It is impossible, in view of the rapidity of the play, to remember all the small cards ; but a fairly competent player will take note of the important cards which are out. As the opponent must beat the card led, if possible, the other player, in his turn, should, in leading, play a high card of a plain suit to thus force a trump. If he is reduced to trumps, then he must lead his lowest trump. Naturally, if he has counted trumps, and knows that a brisque must fall to the lead of an ace—and that the scores are close—he will act accordingly. It is not possible to make a rule for this, as the actual result depends upon how well the player remembers what cards are out.

The player who wins the last trick is obliged to score it; hence, when one player is under the rubicon, it may be the game of the other to play to lose the last trick.

Finally, the cards should be well shuffled before beginning a second game, as often, the last nine cards in the hand of each player are mainly of trumps and bezique cards.

LAWS OF RUBICON BEZIQUE.

The laws are based upon and condensed from the "Laws of Rubicon Bezique," by Cavendish, and adopted by the Portland Club.

SHUFFLING.

I. This game is played with four packs of cards, of thirty-two each, and shuffled together.

II. Both players have a right to shuffle the cards, it being the prerogative of the dealer to shuffle last, however.

CUTTING.

III. The cut must consist of five cards at least, five or more remaining in the lower packet.

IV. The player cutting the higher card has choice of deal, seats and markers throughout the play. A player who plays *a la chouette* has the choice without cutting.

V. If, in cutting for the deal, more than one card is exposed, the player must cut again.

VI. The incorrectness of a pack does not affect the validity of the cut.

DEALING.

VII. The cards are dealt either one at a time, the top card being given to the non-dealer, the next to himself (the dealer), or the three top cards to opponent and then three to himself, and so on until each player has received his quota of nine cards. The cards remaining, called *talon* or stock, are placed face downward in one packet in the centre of the table to the dealer's left.

VIII. When there is a misdeal it can be rectified by permission of the opponent if discovered before the deal is completed. The deal is completed upon the turning up of the trump card.

IX. If, upon the completion of the deal, but prior to the first trick being played to, it is discovered that one or the other of the players has more cards than belong to him, there must be a new deal; if, however, it is found that one or the other of the players has too few cards, his hand may be completed from the stock by mutual consent, or otherwise there shall be a new deal.

X. If the dealer expose any of his own cards, the deal can stand, but if he expose a card belonging to his adversary or to the stock the non-dealer may require a fresh deal.

XI. If a player plays with more cards than he should have in his hand he is rubiconed, but the adversary cannot add more than 900 to his score, or 300 for brisque and 1,000 for the game. When both of the players play with too many cards the game will be considered null and void.

XII. If one or both players play with too few cards, either one or the other—whoever made the mistake—shall keep that number throughout the hand and score after the usual fashion. When only one of the players does this the other will necessarily win the last trick.

XIII. When one player plays with too many and the other with too few cards, the deal holds good, the former being rubiconed and the latter cannot score the last trick.

XIV. A card led in turn shall not be taken up after it has been played to; if, however, more than one card be played at the same time, all but one may be taken up. A card led out of turn shall be taken up unless it is covered, in which case the trick shall hold good.

XV. Either of the players may count the stock at any time, and when he finds that twelve cards or less remain therein, either of the players may count the brisques in his own tricks.

DRAWING.

XVI. If, in drawing, either player sees cards to which he has no right, he must show them to his opponent, and when the winner of a trick sees the second card the loser may see the top card. If the loser draw first and the winner, without observing the mistake, draws second, both must retain the cards drawn.

XVII. If the loser of the trick, when it is his turn to draw, see two cards of the stock, the player who has won may choose either of the cards after the next trick, whether he win it or not. Thus, if either player see any number of cards, his adversary shall always choose which one he prefers, after each trick, as long as any card seen by the other is undrawn. When there is an odd number in the stock the last card is not drawn.

DECLARING.

XVIII. Declared cards must be placed face upwards on the table always, and separate from the tricks, and—save in the case of *carte blanche*—must stay there until played, or the stock be exhausted. Bezique combinations can be declared separately, and later, be united to form a superior combination.

SCORING.

XIX. When a player scores for a combination to which he has no right, and his opponent does not discover the error until a card has been played to the subsequent trick, the error cannot be corrected. When a score is marked wrong it can be rectified at any time during the progress of the game.

THE LAST NINE TRICKS.

XX. If a player, while the last nine tricks are being played, fails to follow suit or win the trick, though he could have done so, immediately the mistake is discovered, the tricks must be played over again, beginning from the one in which the error occurred.

BYSTANDERS.

XXI. When a bystander, inadvertantly or otherwise, calls attention to any error or oversight, and thereby affects the score, he can be called upon to pay all stakes and bets of the player whose interest he has prejudicially influenced.

THE LAWS OF BEZIQUE.

Save in exceptions given below, the laws of Rubicon Bezique govern this game too. The exceptions are:

1. If a player plays with more cards than he should have in his hand, he cannot rectify the error, nor can he score anything during that hand.

2. When both of the players play with too many cards, they must both continue to play without drawing until the mistake is put right.

3. When one player plays with too many, and the other with too few cards, the deal holds good; the first cannot score at all, and the latter may not count the last trick.

4. For "during the progress of the game," put *during the deal.*

POLISH BEZIQUE OR FILDINSKI.

This variation is very similar to the ordinary game, hence is not difficult to acquire. The method of scoring is quite different, however, and often for this reason proves a pleasing change.

The game is played by two or four people. In the first, two packs of cards are used and eight cards dealt to each player, the seventeenth card being turned up for trumps.

The same methods are pursued here as in ordinary Bezique.

The principal difference between the games lies in the fact that, whereas in Bezique proper, cards played to a trick are no longer of any value, in the Polish variety the winner of the trick takes all the scoring cards it contains, that is, all court cards and aces, and the ten of trumps, and aranges them face upwards before him, and scores for any combinations they may make together.

The cards of no value are cast aside; but the winner of each trick scores the brisques it may contain. Brisques can be scored after every trick and not left to the end of the hand.

The cards gained by a player in tricks and placed systematically before him, do not belong to his hand, of course, and cannot be *played;* they can only be declared in scoring combinations; therefore, whether declared or not, remain on the table until the end of the hand.

The scoring combinations are the same as in ordinary bezique.

Brisques contained in tricks count ten each, and the winner of the trick before the last cards are drawn also counts ten.

The bezique cards are queen of spades and knave of diamonds; but when spades or diamonds are trumps it is generally considered better to make the queen of hearts and knave of clubs for bezique.

As in the other games, declarations can only be made on winning a trick and prior to drawing, but in Polish Bezique a declaration cannot be made unless one of the cards, at least, which were just gained form part of the combination.

When a player draws a card he forthwith loses the score for all the declarations he may have failed to score.

Declarations may be made and scored in any number and at the same time, and in any order whatever; but no card is allowed to be declared more than once in the same combination. All cards declared remain on the table till the end of the hand, even though they may not form part of any more combinations, and both of the players have a right to see all the declared cards.

The seven of trumps is declared or exchanged at the same time other cards are; *i.e.*, when it is in the trick after which the declaration is made.

It can be declared by the player taking the trick, whether he takes it with a seven or takes the seven led by his opponent with a higher card. When the seven is exchanged for the turned-up card, the latter is put with the declared cards which belong to the player. If, however, it is not exchanged, but simply declared, the seven is put aside with the cards of no value.

In the *last eight tricks*, Polish Bezique is like the ordinary game, as regards following suit, leading the trick when able, and so on. It differs in this: The declarations can continue to be made just as before, until the end of the hand.

When the seven of trumps has been exchanged, the player drawing it at the end may not declare it again during the last eight tricks.

Generally the game is 2,000 up, as the scoring combinations are so much easier to attain than in the ordinary game.

In other things the rules of the ordinary game govern this.

A variety of the game, preferred by some players to the one described above, is played by two persons with three packs of bezique cards instead of two.

The rules and method of play are like those with two packs, but in consequence of the extra number of cards employed in this the game is 2,500 or 3,000 up, and triple bezique scores

150. The scores of sequences, double and triple bezique can be lowered by agreement to 150, 300 and 1,000 respectively.

FOUR-HANDED POLISH BEZIQUE.

This can be played, as in the ordinary game, two against two or all against all. The former is probably the better plan. Four or even five packs of bezique cards are used, and the game is usually 2,000 up or 3,000 up respectively.

The scoring combinations are like those of the two-handed game ; and, in addition, triple bezique counts 1,500 and quadruple bezique wins the game itself.

A double, triple or quadruple bezique can be declared by either partner, after the winning of the card or cards making up with his open cards a single or double bezique, and then—not prior to this—he can add the single or double bezique among his partner's open cards.

Example : Y and Z are partners ; Y wins a queen of spades, and can add it to an open knave of diamonds before him and declare bezique; then, if Z has an open single or double bezique, Y and Z can score a double or triple bezique as the case may be.

If, however, Z has three open queens of spades and Y wins a trick which contains one or more knaves of diamonds, Y and Z cannot join together to score single, double or triple bezique.

In short, save in the case of double, triple or quadruple bezique, each partner can score a combination only of cards won by himself.

As a rule, in playing the last eight cards, the players divide, the one who won the last trick playing against the opponent to his left, and his partner against the other one. Each player must score his own brisques and other scoring combinations separately, save, as already stated, in double, triple or quadruple bezique. At the end of the game the partners add their respective scores.

When there is a disagreement as to which side won the game it must be settled by examining which score accrued the first. For instance, if one player makes the game by scoring after the third trick, and his partner's opponent after winning the fourth, the former of course wins the game.

When both sides "reach game," as it is called, by the winning of the third trick, the side scoring most points over and above game would win.

Still another way of playing this game is for the cards won by either of the partners to remain in front of them ; and then, if either of them should win a trick which contained a scoring

combination, or a card or cards which, with an open card or cards, would also make a combination, he could count it, whether the open card employed for the purpose had been previously gained by himself or his partner.

In this variety the partners do not as a rule divide in the play of the last eight cards, but continue to play throughout the game as in the earlier stages.

A FEW HINTS.

I. It must be borne in mind that the tricks are valuable for the cards contained therein and not alone for brisques or declarations. The player, however, should not be too anxious to take tricks, as thus he puts himself under a great disadvantage in having to lead.

II. The player should be careful, too, not to lead small cards of the bezique suits, as thus he gives his opponent the chance of making a bezique knave or queen. He should lead from the suit of no value, that is, one which is neither the trump suit nor one of the bezique cards.

III. If possible the player must keep his aces of the bezique suits for use in the last eight tricks, unless double bezique will have been already declared, which is not very probable ; and he must always retain as many sequence cards as possible, unless he has no chance of making a sequence, in which event he must do his best to spoil his opponent's chance of doing so.

IV. This four-handed game is governed by the same general principles, but the player must bear in mind that he is playing for his partner as well as for himself, and must therefore throw him cards that will be of advantage to him whenever he can. In this variety the fourth player has a great advantage. Tricks are more valuable here than in the two-handed game, containing four cards as they do, this fact often compensating for a disadvantageous lead.

LAWS FOR POLISH BEZIQUE.

Here also the laws of Rubicon Bezique apply, with the following exceptions :

XI. 1. If a player play with more cards than he should have in his hand he forfeits 200 points and must give the extra cards to his adversary, who can add them to his declared cards. 2. When both of the players play with too many cards they shall continue to play without drawing until the error is rectified.

XIII. When one player plays with too many and the other with too few cards, the deal holds good ; the former forfeits 200 points and the latter cannot score the last trick.

XIX (extra). Any score which is unclaimed prior to the leading of the next card is forfeited. When a player scores too many points for any combination he shall be subject to have the overscore deducted from his score and added to his adversary's. After the latter has played another score the error must go uncorrected. When, however, a player scores too few points for any combination he can rectify the error as long as he has no further scoring coming.

XX. If a player, while the last eight tricks are being played, fails to follow suit or win the trick, though he could have done so, he shall forfeit all scores made in the last eight tricks, and give all the cards to his opponent.

CHOUETTE BEZIQUE.

When a player is willing to take all the stakes, he may declare to play *a la chouette*, which, in euchre would be called a "lone hand." He has choice of the deal. The other players play in consultation against him.

If the *chouette* wins, then one of his adversaries takes the loser's place, and thus it continues with the other adversaries in rotation. When the *chouette* loses, he simply goes on playing against the same adversaries as at the beginning.

If three players (X, Y and Z) wisht o join in the game, the one who cuts highest (X) plays one game against Y and Z ; the player cutting the lowest (Z) sits out and advises Y. The single player, of course, has choice of deal.

If X wins, he goes on playing against the other two, Z simply taking Y's place. When X loses a game, then Z takes his place, and thus the game continues in natural rotation of players.

If four take part in this variety, say J, K, Y and Z, two of them, J and Y, for instance, play against each other, the other two advising their respective partners. The same rule for changing about of players maintains here as in the other variety of *chouette*.

In these foregoing pages are presented the many and varied games of Bezique, from among which, the student will doubtless make a choice, and then proceed to learn the one which appeals especially to him most. After mastering one of the varieties the others will be found easy; thus, it is to be hoped, all will become familiar to him in time, for it is a game in each and every one of the varieties of which there is a distinct and unending charm.

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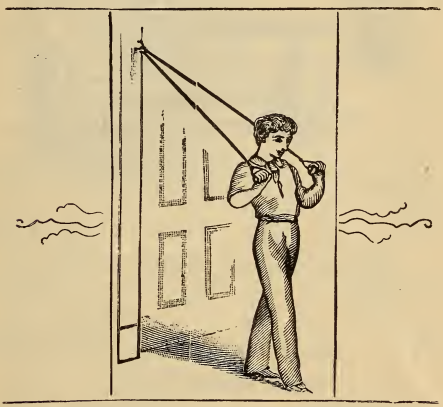

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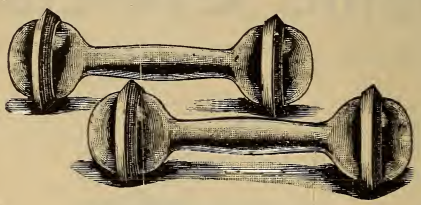

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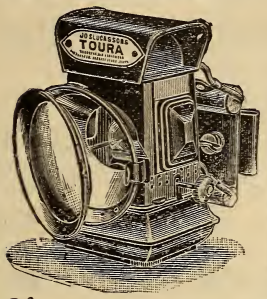

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1 "	.50
1 1-2 "	.60
2 "	.70
2 1-2 "	.75
3 "	.80
4 "	1.00
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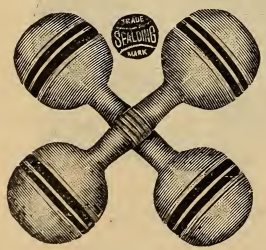

Weight.	Per Pair.
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1-2 "	.35
3-4 "	.45
1 "	.50
1 1-2 "	.60
2 "	.65
3 "	.85
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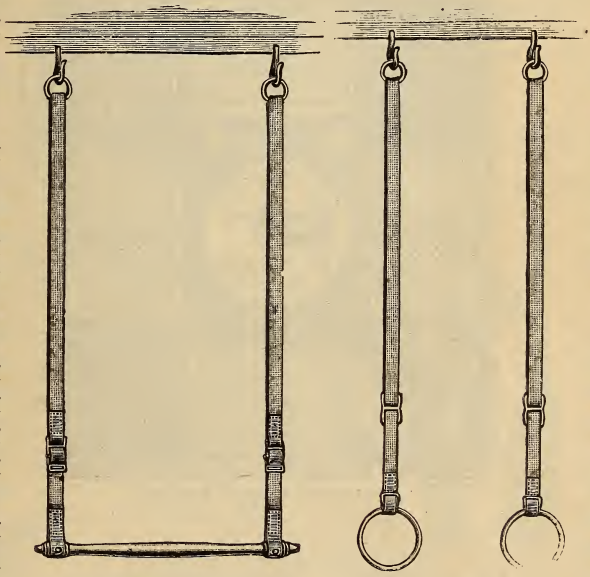

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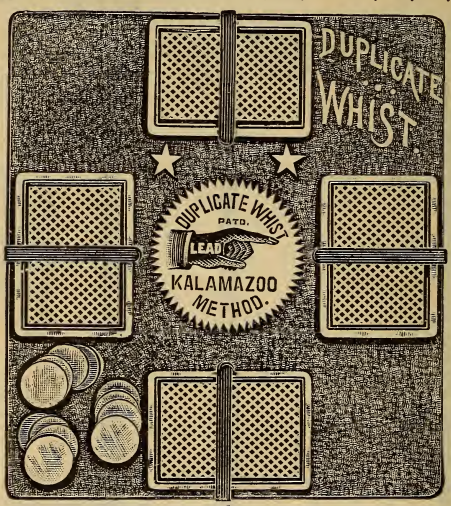

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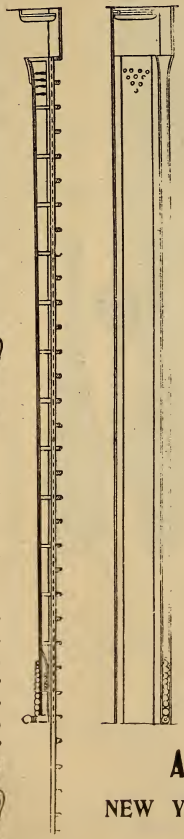

In writing for estimates always state the character of the foundation, whether on the ground floor or across joists. In building alleys on a concrete floor, the "sleepers" should be imbedded in the concrete and placed 20 inches apart from centre to centre. The size of sleepers should be 3 inches by 8 inches, with the first sleeper 4 feet from the pit end of the alley.

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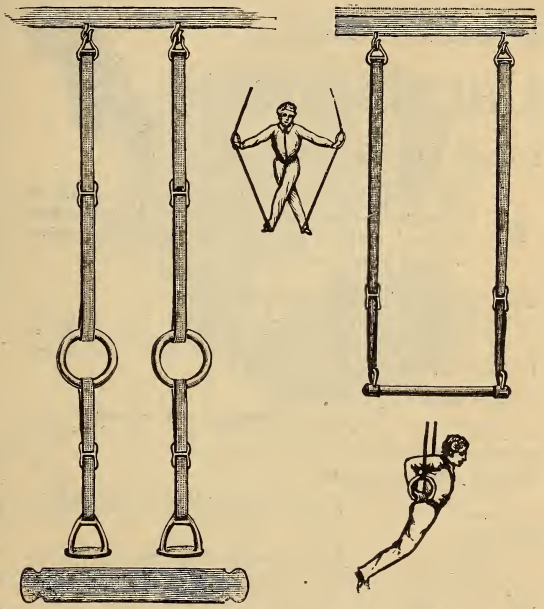

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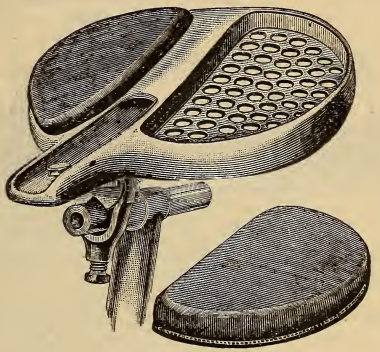

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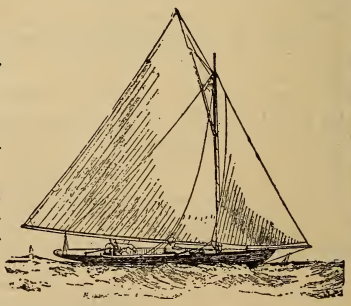

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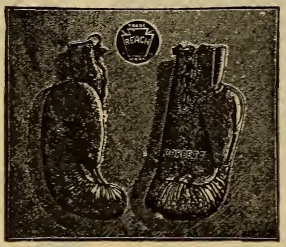

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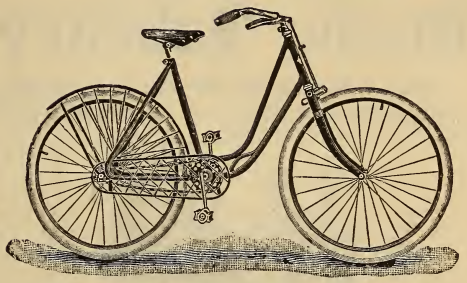

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